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* INTERLINK 1.81 ENHANCEMENTS *

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EXCLUSIVELY ON:	COMP-U-SERVE	~	GENIE	~	DELPHI
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From the Editor's Desk:

This is one of those times I really enjoy. I have just finished looking over the new INTERLINK 1.81 terminal program from Intersect. Folks, the young men at Intersect really deserve your support, they are continually upgrading this terminal program, much to the satisfaction of the Atari Userbase, to a point where it is now a powerhouse terminal program. In fact, if you were to see a similar commercial terminal program in the "other", (IBM/MAC), computer arena it would cost many hundreds of dollars more.

On a rare occasion like this it is nice to compliment these folks for the simple reason..."THEY DESERVE IT!" We at ST REPORT wish them all the success possible with their new release, REVOLVER, which is going to increase the enjoyment of using such fine equipment as the ST computer.

On a more serious note, Computer Chronicles had a news release in the "Random Access" portion of this "Apple Oriented" show, stating that the ROM CHIPS and the TRANSPUTER would suffer delays..hmmmmmm seems what we have here is the old pass the story around trick. Sig Hartmann made a few remarks that the new Roms would be out in the late fall or early winter, He did not lump the two items together. The transputer is an entirely different story, We should see some positive action concerning it's sale in the US only after it has established a track record in the area it was developed in, the United Kingdom, although it is a super device for what

it is intended you will be pleased to know that Atari has many "super" developments coming up very shortly for the ST line. The Roms will be here in the last quarter of '88 and the Transputer should be making an appearance in the first quarter of '89.

While on the subject of Computer Chronicles, what do we, the Atari Userbase have to do to be heard by the staff of this PUBLIC BROADCAST PROGRAM? Make a full bore request for a FEW shows about our computer through the FCC? Why is it 90% Apple? hmmmmmmmm could it be "Applegate" in the making?

About the racial overtones accusations ...well, all I will say is when you use the firebrand to get attention you must expect to get burned. This is how I feel. When others use the same tactics towards me I actually expect it and consider the source and the cause and please get a grip on the difference between race and nationality.

To M. Easter, You were right, after having gone to the local institution of higher learning, The Professor surprised me when She said:

"After having had the opportunity to read a number of Atari computer related publications and comparing them to ST REPORT, I find that... although outspoken, pointed and sometimes harsh commentary is found in ST REPORT, it is considerably more informative than the majority of the other publications. Seemingly, it did not contain an overabundance of superfluous articles or dialog".

Thanks for all the comments pro and con. Without you the readers we are, after all..... nothing.

Rex.....

THE JUDGES LIST
=====

Service -----	Name -----
CIS	Ron Luks
CIS	Dan Rhea
CIS	Mike Schoenbach
GEnie	Darlah Hudson
GEnie	Fred Beckman
GEnie	Sandy Wilson

ST-Report Official Contest Rules
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No purchase necessary.

Deadline for consideration in this contest is midnight August 31, 1988.

Winners will be announced in ST-Report on September 12, 1988. We guarantee to award all prizes. The prize list will be announced during the contest.

All readers are eligible to enter except employees of APEInc.
Publishing, CompuServe, GENie, Delphi and their immediate families.

This contest void where prohibited or restricted by law. We are not
responsible for lost, mis-marked, or delayed art/work.

All submissions must be drawn with any Atari ST drawing program.

All submissions must be drawn by the original artist. Copyrighted art work
will not be accepted.

All submissions become the property of APEInc.

All submissions must be uploaded to specified BBS systems by the deadline
date. All systems have time and date stamping capability. Any entry dated
after 8/31/88 will be void from the contest.

Art Work Requirements -----

All art work considered for this contest must be drawn with any Atari ST
drawing program.

Any person submitting art work must leave an address, telephone number,
and drawing program used.

Artwork must contain the following:

ST-REPORT

The winning entry will be used at a later date for a newsletter or
magazine cover.

Where to Send -----

All art work may be uploaded to the following systems.

Syndicate BBS	(201) 968-8148
Bounty ST BBS	(904) 786-4176

Entries by mail are also permitted. Be sure to use a 3.5 floppy S/S!
You may send to:

ST-Report Logo Contest
Post Office Box 74
Middlesex, New Jersey 08846-0074

(Please include your name, address and telephone number)

Updates -----

This contest will update uploading areas every two weeks. Contest rules
will not be changed, but judges may be added during the run of the
contest.

Current judge listing will be published next week.

This contest commences May 2, 1988 and will end Midnight August 31, 1988.

If you have any questions, Please leave email on the services at the following addresses:

CompuServe: 71777,2140
Genie : ST-REPORT
: R.KOVACS
DELPHI : RONKOVACS
The Source: BDG793

Rules and Regulations:

- 1). Use any full color program written exclusively for the ST to draw your own personal design of an ST-Report logo.
- 2). Art work ported over from any other computer is void.
- 3). No X-rated art work will be accepted.
- 4). Winners will be announced by mail, email, phone call or equivalent on or before September 12, 1988.
- 5). Judges decisions are final.

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GENie service: Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type XJM11877,GENie and hit RETURN.

The system will prompt you for your information.

GENIE CONFERENCE

=====

07-13-88

Featuring:

INTERSECT SOFTWARE

=====

ATTENDEES:

Holly HS - Moderator	INTERSECT - Guest	M. CHRETIEN1
M.FOURNIER	GRIBNIF	R.ROSENDALE1
J.TOWNS	D.FLORY	APOSTLE
JEFFWILLIAMS	R.LISOWSKI	J.OWENS10

<[Holly] HS> Okay, I think I did this right so far... that's one! *grin*

Welcome to the Formal Conference with Intersect...I'm going to be your hostess with the mostess this evening. Please be gentle. It's my first time. *grin* I am going to start out by asking Randy, Rich (Rich or Rick?) and Jeff to say a little about Intersect and each of the programs they offer and then I'll open the floor to questions.

<INTERSECT> We have just begun shipping INTERLINK 1.81 and will ship REVOLVER 1.0 sometime this month (as soon as the packaging is complete). Enhancements to INTERLINK 1.81 include a new Type Ahead Buffer. It allows you to set it to a maximum of 999 characters per line with up to 99 lines of history. It is fully editable and only takes up one line (via sidescrolling). The new type ahead also lets you set different limits for the end of line bell and end of input for each service (saved in the Dial File). An auto buffer save feature has also been added. It allows you to set up INTERLINK so that the buffer will save to disk when full. It can be saved using a file name you enter or can create file names using connect date/time or Service ID. The built in Custom File Selector may be turned off so that you can use other file selectors like the Universal Item Selector. The show file command now allows you to page forward and backward through files as you read them. The Alt-l key (clear screen) now also resets the VT52 colors to normal and the program uses about 10k less memory. *REVOLVER* is ready for release pending packaging materials. It is a tremendously powerful utility program that is available from GEM or TOS programs anytime. It is a Virtual Switcher, allowing you to Roll programs out to disk and Roll them back in at a later time. Even after you turn your machine off! <INTERSECT> Also contained in Revolver are numerous desirable utilities, here is a partial list. <INTERSECT> Disk Commands (with Wild Card Support) including Copy, Move, Append, Delete, Rename, Show, Make Folder, Delete Folder, Hide Files, Lock Files, Directory, Format Floppy and Search for File. Configuration Including Port Setup (RS232, PRINTER), Quick Keys (program Revolver Commands), Mouse Accelerator, Send string to any port, Reset Proof Ramdisk, Print Spooler, Forty Folder Fix, Set Clock, etc. We would be glad to answer questions at this point.

<[Holly] HS> M.FOURNIER... you're up to bat. When you're finished, type GOERGIA or something so we know...

<M.FOURNIER> Hi Fine, have some questions and comments about Interlink which I use heavily. First, sorry, the exit key in some functions do not work properly, especially when using inside functions of main ones (like the dialer). Also, will the new version execute a wrap with cr while typing online? When using Mini computers at the other end I always have to remember to do one, cause they usually have pretty small buffer (around 256 character +-). Finally, we have some guys here who would be willing to translate Interlink (or any other) for the french market, big enough to already have two clones of the St.

<INTERSECT> The exit button I suspect is because I do not honor a return for exit on dialogues that have more than one line of enterable text because people tend to hit return and exit the dialogues prematurely. Interlink does not send a <CR> when it word wraps. I am not sure what the ramifications of this would be, will look into it. We are already negotiating for European distribution, have them contact us if they would like to talk. Two clones, very encouraging!

<[MIKE] M.CHRETIEN1> 1> Great job. 2> Buffer prob. as explained still sends Continuous linefeeds!! Only major problems as far as I can use it is that one!

<INTERSECT> What buffer problem, are you referring to the 1.8 type-ahead?

<[MIKE] M.CHRETIEN1> yeah! The one that keeps sending the same line after 1.8! after 81 characters<sorry>! After that q, I have 1 more q about Revolver! Ok?]

<INTERSECT> Mike, it was not reported in Beta Test, I have to assume that it slipped through. I haven't seen any problems in the 1.81 TA, since it is a complete re-write of the TA I suspect that the problem went away in the re-write.

<[MIKE] M.CHRETIEN1> Revolver doesn't actually Save the Program you are working in, right? It just saves the KEY data I assume for that program?

<INTERSECT> Wrong, Revolver saves the memory, including the program in its current state, hardware registers and keyboard. This also includes the current desk accessory configuration.

<[MIKE] M.CHRETIEN1> SO the entire program it is used with is saved...like a copier, right?

<INTERSECT> More like a camera taking a snapshot. REVOLVER is required to roll it back in.

<[MIKE] M.CHRETIEN1> Would it conflict with copyright laws?

<INTERSECT> It is not a copier, it is a utility. Wouldn't it be nice to roll WordWriter back into memory with the dictionary already loaded?

<[MIKE] M.CHRETIEN1> ok that is all.

<[Holly] HS> Thanks Mike...

<[Rick] GRIBNIF> Greetings, first of all, I think you guys are doing a great job, I have only three questions for you...
First of all, on the type-ahead buffer, when you say that it is 999 charc. x 99 lines, and that you access it via sidescrolling, do you mean that you have to scroll through 98,901 characters sideways? (ouch!).

Second, will the save auto buffer feature append to the previous file for that service, like Red Ryder on the Macintosh does? Thus one can see what one did last time on that service?

And last, in Revolver, do you use some sort of serial number coding system to prevent revolver disk files (for programs) from being loaded into other copies of revolver? Thus discouraging pirates who would <*MORE*> than welcome a program like revolver for the piracy of copy-protected programs?

<INTERSECT> Rick, the type ahead allows you to move through history one line at a time, that means that the maximum side scroll would be 999 characters and we let you move the cursor byte, half screen, beginning or end of current line with one key.

<[Rick] GRIBNIF> That makes better sense!

<INTERSECT> The save auto buffer feature appends to the existing file of the same name. If you put it in request file name mode it gives you the option when you select the file.

<INTERSECT> REVOLVER will work only with programs that do not boot, so programs protected by autobooting cannot be snapshotted. Second, the

machine configuration must be identical to roll a file back in.

<[Rick] GRIBNIF> I can see it now, revolverized copies of your favorite games at your local BBS, no longer do pirates have to wait for a game to be cracked.

<[Holly] HS> Rick... anything else to add?

<[Rick] GRIBNIF> Not really...

<[Bob] R.ROSENDALE1> I have seen/heard that if you press both mouse keys at the same time after you tell the system what file you are selecting to download that it will put the file name in the buffer when you select to receive...but it does not always work...not on my system at least... anything I am doing wrong?

<INTERSECT> Bob, The buffer must be ON. You do not have to use both mouse buttons, it will locate the file name however you get to the transfer dialogue. Some file name do not match the standard pattern *.* and therefore do not get detected.

<[Holly] HS> Anything else, Bob?

<[Bob] R.ROSENDALE1> Thanks..well time to try it with my buffer on... THANKS..I also like the versions of MCS player and the songs you guys are doing also!!..Thanks!

<[Holly] HS> Okay... thanks, Bob...

<[Holly] HS> John...

<[John] TOWNS> Thanks, Holly. I would just like to say that I am now using the Interlink 1.81 package and it works great! The Type Ahead is exactly what I need and the program works really nice. Thanks Intersect for a great program! Revolver is another program that I think will work out very nicely for those of us who use the ST for productive things and need to switch between several programs all the time. We are glad you guys at Atari are pleased with it, we put it in because of your request at Comdex. I personally find both programs very useful and wish to thank Intersect for providing ST users (and me) with great software! The Type Ahead is exactly what I was looking for.. Thanks again!

<INTERSECT> You are very welcome!

<[Holly] HS> Thanks, John... I'm using 1.81 tonight, too... (another first for me!) and the Type Ahead is terrific!

<[Holly] HS> Apostle... you're on.

<[APOSTLE] APOSTLE> I have only one question;

<[APOSTLE] APOSTLE> and that is protocols. Does 1.81 have the neat new protocols like SEALink and C-Modem?

<INTERSECT> Protocols are not really release related. I am working on Zmodem and Kermit, others will follow. They will all work through the loadable buttons.

<[Holly] HS> Anything else, Apostle?

<[APOSTLE] APOSTLE> I see. I just can't decide between Interlink and

FLASH. Oh, decisions decisions... I guess I'm done...

<[Holly] HS> *laugh* I know that feeling!! I've used that "other" program mostly... this is really my first start with Interlink myself!

<[Holly] HS> Thanks, Apostle...

<INTERSECT> What version of INTERLINK are you using?

<[APOSTLE] APOSTLE> I'm using ST-Term 2.1 It's easy to use.

<[Holly] HS> Jeff Williams...

<JEFFWILLIAMS> I am currently running v1.75 w/MULTXY3. I ran into a problem during a background d/l. I started a d/l, exited, started a word processor (Write, I think), after a while I got a warning box to insert the download disk, but I was downloading to the root directory of D: (my hard disk). I had to abort, which was a pain because the pointer was invisible. Any idea what happened to me? BTW, Apostle... Choose InterLink...very easy to use and very powerful.

<INTERSECT> No Jeff, I do not know what MSWRITE does to the paths. When you select your file names for download or upload (when using the background downloader) be sure that the path (in the file selector) is fully qualified, including the drive id. I will look into it further and see if I can detect a problem there.

<JEFFWILLIAMS> Hmmm, good suggestion. I'll make sure I have that fully qualified. Thanks!

<[Holly] HS> Okay... thank you, Jeff...

<R.LISOWSKI> Hi there! Just ordered 1.81 this afternoon. 2 related questions: In what directions are you planning to take Interlink for future upgrades? Any plans for a script language with conditionals (IF/THEN/ELSE) for writing BASIC style programs to control unattended operation (and be able to handle situations that are out of the ordinary)?

<INTERSECT> Plans are for the next major upgrade (2.0) to contain a script language with conditionals, branching, etc. You will also be able to perform recordings from a script, allowing the best of both worlds.

<R.LISOWSKI> Did that show up intact? I am using flash (yuk).

<R.LISOWSKI> Sounds good

<[Holly] HS> Thanks! Before we go on... I'd like to remind you that if you have a question, use the /RAI command to get in line... Operators are standing by now... I love Type ahead scrolling!!

<[Holly] HS> J.OWENS...

<J.OWENS10> Thanks. First of all I am a new ST user and have only had Interlink for about 10 weeks. How do I get the upgrade and will it come with a manual that a newbie can understand ?

<INTERSECT> The new manual will not be available until release 2.0... As far as upgrades, you have to send in for them, we charge \$5.00 for shipping and handling. We do not normally send announcements out, we are sending a newsletter to registered users for the announcement of the 1.81 release and the Revolver release.

<[Holly] HS> All done, J?

<J.OWENS10> Will the new manual explain in better detail about some of the more powerful features of interlink like background down loading?

<INTERSECT> Yes, when the original manual was written Background Downloading wasn't even planned. It was just a surprise for last November's Comdex. There is a doc file with the MULTIXY archive, hope they help.

<[Holly] HS> I think YMOBAT has a DOC file attached, too, doesn't it?

<INTERSECT> Yes, all protocols have doc files. By the way, I am getting ready to release a new version of YMOBAT that lets you pre-define the files you wish to send.

<[Holly] HS> J., you may want to stick around for a bit after the formal part and ask some questions of other users, too. They may have some good hints for you...

<[Holly] HS> Okay, J?

<J.OWENS10> sorry again I ho/I will try

<[Holly] HS> Okay...

<[Holly] HS> [Dave] D.FLORY, you can talk now.

<[Dave] D.FLORY> Ok, in the earlier statement that "machine configuration must be identical" exactly what's that mean? in revolver roll backs that is.

<INTERSECT> It means that the memory must be identical and the configuration must be identical as well (same ramdisk, spooler and forty folder fix size).

<[Dave] D.FLORY> ok, what about when you save a program running in a mega 4? does it save just the memory exclusive of ramdisk or what?

<INTERSECT> It saves all memory except Revolvers's ramdisk, print spooler, etc. In my Mega I have a 1000K revolver ramdisk, 200 K print spooler and 300 folder fix... Revolver ends up rolling out about 2.5 Meg.

<[Dave] D.FLORY> ok, that implies that if I use someone else's ramdisk it will be saved and when I roll it back in it will be loaded also, right?

<INTERSECT> Yes, for example, if you use RAMBABY it will roll out and back in.

<[Dave] D.FLORY> OK, sounds really good, if it is all as well implemented as Ilink it will be a hot item. Keep up the good work. You might repeat the Revolver price info for the readers of the formal transcript.

<[Holly] HS> Thanks, Dave....

<INTERSECT> Revolver will retail for \$49.95

<R.LISOWSKI> How bulletproof is this Background Downloading feature? Does it only run while using GEM programs?

<INTERSECT> The current MULTIXY (background downloader for INTERLINK) will work only with GEM programs. The next version will have a TOS option but will allow downloading to memory only in that mode.

<R.LISOWSKI> What do you mean by DL to memory?

<INTERSECT> When downloading within a GEM environment it is safe to write to disk. In the TOS environment it becomes risky because it must be interrupted at unpredictable points. Therefore to safely download in such a mode it must be to memory. Uploading will be available from disk in all modes.

<R.LISOWSKI> Will it be saveable to disk from this mode?..as in later

<INTERSECT> Yes, once you exit the TOS environment you will be prompted to save the file.

<R.LISOWSKI> I can't wait to get my copy of 1.81!

<[Holly] HS> Thanks! (And I think you'll be pleased! I am!)

<JEFFWILLIAMS> A Revolver question. Does your 40-folder fix work similarly to FOLDERXXX.PRG? Have you run into any programs that are incompatible with Revolver (besides those that MUST be auto-booted)?

<INTERSECT> Yes, it is similar, you specify the number of extra folders. REVOLVER will not work with everything but will work with most non-copy protected software. An example of a non-working program is Spectrum 512... we are looking into it.

<JEFFWILLIAMS> Another question, if I may. I can't remember, is Revolver an ACC or an AUTO program?

<INTERSECT> Revolver is an AUTO program. It is available from GEM or TOS in any resolution. As a matter of fact, you can roll a low res program in over a medium res program. Nice if you roll out a desktop in both resolutions allowing you to change resolutions and desk accessories simply by rolling in another desktop or program.

<JEFFWILLIAMS> Is the program file picky about its position in the AUTO folder? I like to select/deselect AUTO programs with Charles Johnson's Desk Manager.

<INTERSECT> It is best if it is first, you can cause it to not boot by holding down the ALT/SHIFT/SHIFT combination while booting. It may be that, since you can have all kinds of configurations rolled out, you won't need a desk manager program.

<JEFFWILLIAMS> Okay, thanks for the information and the wonderful products. I'm looking forward to Revolver! And thanks also for your presence on GENie.

<[Holly] HS> Thanks, Jeff...

<[Holly] HS> Well... before I let the kind folks from Intersect have the last word, I want everyone to know that in two weeks, Darek Mihocka (another questionable spelling!) is going to join us (why? are we coming apart? *grin*) for a short formal conference... that's the 27th. There will be an informal Colorado from 10PM EDT until 11PM... the formal

Colorado will begin at 11PM EDT...that's at Darek's request... Darek is the author of the Xformer program. I hope you'll all be there for that. Okay, Randy, Rick, Jeff... last words before I open the zoo up again?

<INTERSECT> Thanks, everyone, for your participation. REVOLVER will be shipping this month and will retail for 49.95...
INTERLINK 1.81 is now shipping, we will upgrade your original disk if you send it to us with \$5.00 for shipping and handling. Look for our newsletter (if you sent in your warranty card).

<INTERSECT> The address for upgrades or orders is:

INTERSECT Software
2828 Clark Rd, Suite 10, Sarasota, Florida. 34231.
Our phone number for support is
813-923-8774.

INTERSECT will accept orders only on our 800 line.
The number is 800-826-0130.

Thanks again for your participation.

<[Holly] HS> Thank you! I love the program from what I've seen of it tonight! I'm really looking forward to Revolver!

<INTERSECT> Thanks Holly

<[Holly] HS> And thanks to everyone

LEANING TOWARD THE FUTURE
=====

by T "Rex" Reade

Atari is about to become a National Trend Setter in the U.S.A., How? With the acquisition of the factory in Houston Texas..Atari will now be in a position to supply all the dealers it cares to authorize and that means that the average consumer in this country will have the ST at his finger tips with little or no trouble at all.

The news of Atari starting on the venture of becoming the "computer company for the people" once again is indeed invigorating and inspiring. The "good feeling" comes in the form of knowing that no longer will Atarians be singled out as "the pirates of the home computing world because the sales of many more machines will undoubtedly drop the percentage figures drastically and allow us to be comfortable, much the same as IBM and others are when the subject of piracy comes up, we Atarians will be among the most numerous machines in the country and therefore the software houses wouldn't dare bad mouth usever again.

Another major benefit will be the increased interest and sales in the ST marketplace due to the larger number of machines in use. We will see the third party hardware and software firms going to great extremes to outdo each other in pursuit of the ST userbase. The Atari userbase has a

wonderful future in store for it as long as Atari continues to forge ahead on the current course it has chosen. Even those SCORCHED EARTH policy software companies will be forced to pay attention and enter the marketplace. Wanna bet they use pseudonyms for their names? You can be sure of this, if Atari does what it said it would do production wise and sales wise for the ST Computer line in the USA, the userbase will never again be wanting as far as third party hardware or software is concerned.

NOSTALGIA TIME - REMEMBER WHEN?
=====

We have started a new feature in ST REPORT for those who enjoy a look over the shoulder as we travel at warp speed into the future. Let us know if you enjoy this and would like to see more flashbacks...

THE DATE: * JANUARY 1988 *

ATARI PRODUCT NEWS UPDATE: 1/27/88

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MICROSOFT WRITE

In mid-January, the first shipments of Microsoft Write arrived at Atari's warehouse and were shipped to Atari dealers.

This advanced word processor, with a list price of \$129.95, is a direct port of Microsoft Word 1.05 from the Macintosh. It features true footnoting, a sophisticated variety of page setup features, and the cleanest mouse interface of any ST word processor.

Microsoft Write fully supports GDOS. Included with the program is GDOS version 1.8, along with a variety of proportional fonts. The fonts are supported on the screen for a WYSIWYG performance.

In addition to GDOS output, Microsoft Write supports a wide variety of common printers in their own text fonts. Printer drivers can be edited by the user to support virtually any printer on the market.

Microsoft Write includes extras such as Mail Merge, Glossary, Undo, Clipboard, Ruler, and page format changes throughout the document.

ATARI LASER PRINTER

The Atari SLM804 Laser Printer arrived to authorized dealers beginning before the new year. This 8-page-per-minute system uses the TEC engine, a write-white device which provides the sharpest possible blacks. Dot density is 300 dots per inch.

The SLM804 connects directly to any ST or Mega computer via the DMA port. Included is the SLMC804, which allows additional DMA devices (such as hard disk drives) to be plugged into the DMA while the laser is attached.

The Atari Laser Printer's unique design has the ST or Mega driving the engine directly, without mandating costly and slow electronics within the laser. Even with only 512K of system RAM, an ST can drive the engine in Diablo emulation mode and for screen dumps. The Diablo emulator supports up to 8 type styles using GDOS fonts (GDOS itself is not required).

Also included with the printer are 2 disks of GDOS fonts. These laser fonts correspond to the screen fonts provided with Microsoft Write. Various point sizes are supported, from 6 point up to 48 point.

Existing software that takes advantage of GDOS includes MS Write and Easy Draw. Using Easy Draw, outputs make full use of the 300 dpi resolution of the printer for fine lines at any angle, smooth fonts, and bit images from scanners. Easy Draw with Supercharger can output full pages of text and graphics in well under a minute -- recent tests averaged 20-30 seconds per page. Multiple copies of a page take less time than the original page.

The Atari Laser Printer has a list price of \$1999. Replacement toner cartridges sell for \$59.95, and replacement drums list for \$199.95. By separating toner from drum, replacement costs and price per page come in lower than other laser printing systems.

*

THE DATE: * OCTOBER 1987 *

Word from Neil Harris on GENie is that the IBM hardware emulator box, which had been "on the back burner" while Atari fiddled with the PC, is now apparently back under full development at Atari. My guess is that Atari discovered that they could sell the Megs to the business market much more effectively if they featured MS-DOS compatibility (in fast hardware rather than slow software), much like the Mac SE/II and the Amiga 2000. Of course, no price or release date was mentioned.

*

"Cold" on the heels of the Laser Printer is the Atari PC. Still missing after months of on-again, off-again announcements from Atari, the Atari PC, like the Laser Printer, might not be much of a bargain by the time it makes its appearance. After almost being killed by a doubting Sam Tramiel, the PC is apparently on again, but Atari does not seem to be very enthusiastic about it. A \$700 PC clone with a monochrome monitor and no slots doesn't seem like such a great deal when the various clones are selling for prices in the neighborhood of 400 - 575 dollars with mono monitor and six slots.

*

In its first entry into the technical workstation market, Atari Corp. will show at Comdex prototypes of a workstation that will operate at 10 MIPS (million instructions per second) in its most basic configuration, the company said.

Because the system supports the Inmos T-800 Transputer CPU, which is designed for parallel processor chips, users will be able to add additional transputers, perhaps as many as several hundred working on one application at the same time. In such a system "its actually very easy to

have 100 MIPS for very small amount of money, " said Shiraz Shivji, vice president of research and development for Atari.

We're aiming at a price point under \$5,000 (for the basic system), but that doesn't mean we will hit it," said Bob Gleadow, general manager of Atari's UK operation. The basic system will have one processor; more will be added in cards holding 4 processors each.

Gleadow declined to estimate what a four-processor card might cost, based on the market value of the Inmos processor. "I'm sure the market price is a lot more than we intend to pay, so it wouldn't be a fair estimate."

The Unixlike operating system for the workstation will be Helios, under development by Perihelion Software of the United Kingdom. "Unix doesn't support great graphics, so this is like a cross," said Gleadow. He confirmed that the company is working on a proprietary coprocessor chip for music and graphics functions. He also said that Atari is working on a chip that will add virtual memory capability to the Inmos transputer.

Atari hopes to begin production in March or May. "there's more likely to be slippage on the software than on the hardware," said Gleadow, noting an operating system is more prone to delays than a hardware design. The company will first market the machine to the United Kingdom and Europe building up languages and applications before introducing it in the United States. "We would like to see it there in late 1988," said Gleadow. One of the applications being developed by a third party is a DOS emulation program, he noted.

The workstation will include a very high-resolution monitor being made for Atari in the Far East, according to the company, Atari will provide for compatibility with the firm's Mega and St line of computers, a spokesman said. Well, it appears our beloved Atari, with the release of the long awaited Mega ST, the showing of their CD Rom system in London as announced this past Saturday on the Computer Chronicles (so nice to see Atari on the news!) and now this announcement, really are healthy and looking forward to the future...just another reason to BUY Atari! It seems so long ago that that Atari was nearly totally out of the picture as far as the home computer world goes, and now they are alive, vibrant, and ready to take on the BIG guns of the micro-world.

*

The above items were NEWS many months ago...you could almost believe that they are the written for today....yet we know we have come a long way.

THE TRANSPUTER
=====

PARALLEL PROCESSING	*	UNPARALLELED POTENTIAL
=====		

by T. "Rex Reade

In the past system performance increased regularly by a factor of ten each decade. This improvement has been achieved largely by advances in

circuit technology. For the future, VLSI offers the potential of much higher levels of integration, but only modest increases in circuit performance.

The economics of current systems are based on the historical perspective that processing is expensive in comparison with memory. This has led to the Von Neumann bottleneck where a single processor is connected to vast amounts of memory. The economics of VLSI are different. Today, a single wafer of silicon can contain 16 MB of static memory or 256 conventional microprocessors.

To exploit this potential it will be necessary to build systems with a much higher degree of concurrency than is possible today. The TRANSPUTER is designed as a programmable component to implement such systems. The word "Transputer" reflects this new device's ability to be used as a system building block. The word is derived from "transistor" and "computer", since the Transputer is both a computer on a chip and a silicon component like a transistor.

The power of the transputer is that it creates a new level of abstraction. Just as the use of logic gates and Boolean algebra provide the design methodology for present electronic systems, so the transputer, together with the formal rules of OCCAM, provides the design methodology for future concurrent systems.

In their proposals to achieve intelligent interaction between people and computers, the designers have projected the need for fifth generation computers with one thousand times the performance of present day systems. This will only be possible using concurrency, and the TRANSPUTER has been designed to make such computers a reality.

Atari, it does not take much common sense to see that the transputer is the wave of the future in the rest of the world, regardless of what "SUN" is doing here in the STATES. It is your inherent responsibility to SET THE TREND in the USA, not sit back and play wait and see...let the other companies do that with you. Atari, you are in a position at this time to take the "beast" by the tail and RULE THE MARKET simply because you are not committed to any real given direction and can, without posing severe problems to the growth of the ST - MEGA concept, become The Front Runner and Leader of Dynamic Development of new technological computer products in the USA that are indeed affordable by both the giants of commerce, music, art and the entry level beginner.

A PREVIEW of a PREVIEW
=====

The following is a wish list and fault list relating to the early release of the Publishing Partner Pro....please keep in mind that this is a pre-release edition and is here to indicate to all readers and users the reasons for the delays and the hassles to make a perfect bug free program.

Needs Fixing:

Mirror, outline, backslant, or italics text disappears; usually doesn't crash but you have to select new document to type again sometimes.

You can not go from:

 block center to block left
 block right to block center
 block right to block left

Also, if you center text then center text again text jerks right a smidgin.

Rotating objects sometimes causes distortions in text and in objects.

10 pt. type hard to read.

After a carriage return no additional text can be typed in on the first line.

Rotation and object moves to edge of document or partially off page or screen makes object inaccessible sometimes. This includes rotating objects off the screen.

When re-sizing rotated objects, no matter where you are, the actual size of the object is irrelevant of that of the size of the lines that help you, in the re-sizing process, get what you see, this in turn causes you to not knowingly move an object off the screen or document.

Rotating an object then trying to re-size will cause the rotation degrees, twist degrees, and the slant degrees to change; this happens quite often.

When sizing a line that was just rotated it becomes erratic in its movements and is not corresponding to mouse movements.

When text editing or anytime you can highlight and change font style but you can't change font style then type and expect to get anything but 12pt Times.

Pasting in graphics locks up program.

In text runaround sometimes text show is messed up and a total redraw has to be done to see all text; can usually be done by switching views.

Files generated on PP 1.02 still can't be read to PPP.

When 2 lines of text are entered and the cursor is placed at the end of the first line and return is pressed, text disappears until "delete" key is pressed.

Can't create text outside column.

Pressing the "tab" key produces an umlaut "U" or "o".

After column is created when using arrow keys in any mode will cause to crash.

Text flow around columns is nonexistent.

Program sometimes forgets what text runaround mode it is in.

When selecting text runaround in a column grouped together with a box causes text to disappear.

In new doc. if carriage return a few times then back space back and type it skips to next line then displays your typing.

Suggestions for PPP

Utilize Right mouse button and Left and Right cursors to rotate objects.

A manual screen redraw.

An option to make objects transparent to let show what's behind it.

When creating columns from the menu dialog how about having # of columns high as as you do # of columns across.

How about using pt. scale as a way of measuring superscript and subscript.

Decimal left, center, right, tabs and leaders.

A library file of patterns.

Text objects (the ctrl-click) very powerful where is it?

When typing PPP lets you type off the screen not like PP how about auto screen shift.

Text outside of columns.

Have an option to control the degrees of the elliptical arc by being able to type the degrees in and make ldegree increments as the rotation does (this would be useful in making proportional pie charts etc.)

Making use of the function keys for more than just the common used functions.

To be able to create a column inside a border by specifying a margin of whitespace inside the border.

Standard typesetter functions like "insert space", "insert leader", and "insert line" would allow better layouts.

When a line has different pt. sizes, be able to align tops of character.

Show columns with outline around it in object mode.

PP and PPP file not compatible is a BIG MUST to be changed.

Key board equivalents for drop-down menu.

Would be good to have auto hyphenation in text runaround.

8 page view would be nice for thumbnails.

The position of the MAKE UPPERCASE, MAKE LOWERCASE, and CAPITALIZE are more used than the rest of the items in the menu and should be placed at the top of the menu.

A flashing cursor would be a lot easier to find.

Put keyboard command labels in drop down menus.

Just a few ideas and suggestions to help make a fine program even better.

Many Thanks to Pattie and Bill.....Ed.

THE NEW FACTORY
=====

The Atari Corp. is involved in negotiations to use a vacant mall for a video games factory and distribution center near Houston. Vince Giammatteo, Atari vice president for manufacturing operations, declined to discuss the negotiations Thursday, saying he might have an announcement next week.

The Friendswood Development Co., a subsidiary of the Exxon Corp. and Wulfe & Co., a Houston realty firm, were hired last year as a management and consulting team for the mall property. "It's possible that a go or no-go decision on the Atari deal could be reached as early as this weekend," said Friendswood Development spokesman Randy Creech.

Industry sources told The Houston Post that mall representatives and Atari executives are trying to resolve questions about air conditioning and security at the Deauville Mall. Friendswood Development is managing and maintaining the 350,000-square-foot mall, which has stood empty since completed in 1985 by the Deauville Corp.

As we have seen in the past, it is so easy to assume or take comments out of context or read into them something that was never intended to be there. This has recently occurred in a statement made by "INDUSTRY SOURCES" concerning Mr. Vince Giammatteo of the Atari Corp. In relation to the factory site in Houston Texas. Who are these Industry Sources making noises sounding like "Atari was only going to make game machines in Texas"?...This is not quite right...350,000 some odd square feet of building to make just the XE Game system? Anybody who knows Atari would not even think twice about the error of this statement.

*** Atari would be well served if they realized it's their fault that the image of the "toy video game company" has stuck to them like glue. A NATIONAL Advertising Campaign to "re-educate" the general public is very much in order. Before those who have made the error of assuming "if it's Atari it's a good video game machine" can be enlightened, Atari has to be first to say so! It is hard to conceive that the userbase or usergroups have the resources to purchase the needed Air Time to really reach the people, "Active Disciples" we are. Wealthy active disciples most of us are not!

ST REPORT CONFIDENTIAL

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CALIFORNIA Larry Samuels has joined the departed from Atari. He was
----- the person who seemed to be involved with the dealers.

CALIFORNIA WHY?: First Computer and Federated can sell the MEGA2 ST
----- for \$1195.00 under the protection of "PRICE MATCH WAR"

CALIFORNIA Does Andy Jong really like Amiga and Macs better than
----- Atari ST? If true, why is he the dealer spokesperson?

CANADA Darek Mihoka will be releasing the NEWEST 8 bit Emulator
----- ST TRANSFORMER II Aug.01,1988, it will contain several new
 functions also, the new Shareware Fee is now only 20.00.

CALIFORNIA Charles F. Johnson sez the NEW "G-WIZ" G-Dos replacement
----- will be available shortly..

WASHINGTON, D.C. According to an inside source, The FCC is looking over
----- CLONES of Atari's ST computer.....

CONGRATULATIONS After receiving a visit from a Cupid Courier, We at the
----- Confidential Desk extend our warmest well wishes to:

DARLAH HUDSONGetting Married!

=====

A Note From the Prez.....

TO ATARI USER GROUPS AND ALL ATARI ENTHUSIASTS:

I was disappointed to read the negative letters and articles regarding comments made by Neil Harris at the West Coast Computer Faire. We at Atari feel that our computers are the clear technological leaders in their classes. The XE/XL line is superior to the Commodore 64, and the ST series beats any '286 or 8088 MSDOS machine; it also beats the touted Macintosh (68000) machines, and even surpasses the Amiga in all areas except for internal sound.

The educational, productivity, and entertainment software available for the Atari machines makes for an excellent combination which yields many uses. My family knows, as we use an 800XL, an XE Game Machine, and a 1040STf. Neil was only saying that the future will bring EVEN MORE POWERFUL computers which will be easier to use, and I am sure he is right. This statement is not meant to belittle today's models or users.

While I am communicating with you, let me clear up a few things and also ask for your help. The DRAM shortage is still with us and it is inhibiting our distribution in the U.S. We hope this will get better in the 4th quarter of '88. In the meantime, we will CONTINUE TO SUPPORT ATARI COMPUTER presence in the U.S. We will advertise this fall to keep

our presence in the U.S.

I ask all of you two things: first, please do not pirate software. Talk your friends out of it also. The software community is suffering and complaining, please police pirating so Atari software companies can thrive. The other favor I ask of you is to be the Evangelists of the Atari world. Tell your friends, associates, teachers, etc., how great the XE/XL and ST are.

LET'S WORK TOGETHER TO MAKE THE ATARI MACHINES A STANDARD IN THE U.S.

--- Sam Tramiel, President, Atari Corporation

It is nice of Sam Tramiel to leave us a little "note". What is he really trying to say in this informal chummy statement? We feel he is letting us know there are big things on the immediate horizon for the Atari Community as a whole....As a result, we, at this time, have elected to give Atari the chance to "show us their stuff" and encourage all of our readers to do the same. Sam,..please understand our position, and at least give that position sincere consideration; that is, of the all articles published lately, most are not really negative but are, indeed, direct and indirect constructive criticism.

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The Dealers across this nation need more encouragement from Atari and you, to allow Federated to get into this price matching and price war garbage is disgraceful! The offensive dealer(s) should be cutoff. Do not allow Federated to fight fire with fire, you will have nothing but ASHES.

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The 520 STFM DOUBLE SIDED DRIVE ISSUE must be resolved, the truth is out, there folks here on the east coast who have purchased 520stf machines shipped with D/S drives. What are dealers to do with existing inventory? Sell it for less? Return the drives for \$ and exchange?,... Which? The ISSUE is before us now for two weeks without an answer.....

=

(ST REPORT mentioned over three weeks ago that Atari would begin to ship D/S drives in the 520stf machines.) Also, We hope Atari is willing to help SPA and the interested software companies in stopping the two biggest PIRACY problems we are facing today:

* SOFTWARE RENTAL *

* MASS DISTRIBUTION OF BOOTLEG SOFTWARE *

To bring the discussion of backyard piracy back will only cloud the real issues of today with a glut of senseless chest pounding. The major issues are the moving forward of our favorite company and the ST Computer product line.

Rex.....

Amex Activity:

COMPILED 07-15-88 [Fegers and Wise]

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Stock	Sales	Last	Net Chg.
Dome Petrol	\$ 998,300	1 1/8	off 1/32
Viacom pf3.87	272,800	25 3/4	unch
Matrix Corp	213,400	7 1/4	up 1/8
Intl Banknote	203,200	4 1/8	up 1/8
Echo Bay Mn	200,300	20 5/8	off 3/8
Atari Corp	*199,200*	8 5/8	up 1/8
BAT Indus	196,900	7 3-16	up 1/16
Texas Air	193,700	14 1/2	off 1/8
Bolar Pharm	189,600	25 5/8	off 7/8
Amdahl Corp	187,000	49 5/8	off 1/2

Stock		Sales	Close	Chg.
Intel Corp	(INTC)	\$76,674,000	36 1/4	up 1/2
Apple Cmptr	(AAPL)	45,897,000	44 3/4	unch
MCI Commun	(MCIC)	44,019,000	15 3/8	up 3/8
Triangle pf	(TRG)	43,932,000	7 7/8	up 1/4
Microsoft Cp	(MSFT)	26,222,000	66 3/4	up 1 1/8
Nike Inc B	(NIKE)	21,309,000	27 3/4	up 1/8
Farmers Group	(FGRP)	17,653,000	53 7/8	off 1/2
Micron Tech	*(DRAM)*	15,783,000	23 1/8	off 1/8
Tele-Commun	(TCOM)	15,679,000	24 3/4	up 5/8
Sun Microsystem	(SUNW)	15,635,000	37 1/4	off 1/8

Interlink Version 1.81 Enhancements

=====

- 1) Enhanced Type Ahead Buffer (Replaces Entry Line) allows you to set maximum width up to 999 characters and up to 99 history entries (defined in Startup Parameters). After setting the desired values and pressing SAVE you must exit and re-run INTERLINK for them to take effect.

You may also define a different maximum width and warning bell location, for each service, in the AUTOLOG/TA entry within the Dial Dialogue.

When using the Type Ahead (Press F9 to Activate) you may edit data in the line, lengths greater than 74 characters are accessible via automatic sidescrolling. The current cursor position within the Type Ahead is displayed to the right of the data. The following keys control the Type Ahead:

Right or Left arrows	- Move cursor right or left in the Type Ahead
----------------------	---

Shift/Right or Left arrows	- Move cursor one half line width right or left
Up or Down arrows	- Move cursor to beginning or end of the Type Ahead line.
Shift/Up or Down	- Page through History, backwards or forward (history wraps around).
Clr/Home	- Clear current Type Ahead Line.
Return	- Send current line, advance history
Shift/Return	- Send current line, do not advance (continuous shift/returns will resend the same line).

Note: Control Keys are sent immediately and do not cause the Type Ahead to be sent. Only Return or Shift/Return will send the current Type Ahead Line.

- 2) Automatic Buffer Save allows you to select automatic buffer saving to occur when the buffer wraps and, optionally, when you disconnect from a service.

Automatic Buffer Save is selected in the Global Setup Dialogue by selecting SAVE in the Buffer Wrap Section. You will also need to define the Path/Filename you wish to use. There are four selections available for file naming:

- EXTEND will simply add the buffer contents to the file name specified in the Buffer Save File Spec.
- ASK will request a filename when the buffer is ready to be saved. You will be presented with a file selector for this purpose.
- DIAL ID will create a file name using the contents of the button that is currently selected in the DIALER and extend that file with the contents of the buffer.
- TIMESTAMP will create a file name using the connect date and time.

Selecting SAVE FINAL BUFFER TOO will cause the contents of the buffer to be saved when you disconnect, even if the buffer has not wrapped.

Always remember to save your Dial File when you want these settings to be used for future sessions.

- 3) The SHOW FILE function in the Disk Commands has been re-written to allow you to scroll forward and backward through the displayed file. Use the up and down arrows for this purpose and exit via Control-C.
- 4) The buffer editor now makes the cursor to move to the beginning of the next line when moving right with the arrow keys. It also makes the cursor move to the end of the previous line when moving left with the arrow keys.
- 5) Mouse Recovery after executing external programs that previously caused problems is now automatic.
- 6) INTERLINK's custom file selector may be turned off by selecting OFF in the Custom File Selector section of the Global Setup dialogue. This will be useful if you prefer to use one of the new file selector replacement programs (such as the Universal Item Selector). Turning INTERLINK's file selector off is not recommended unless you have an alternative to the GEM selector

built into your ST.

- 7) INTERLINK's memory requirements have been reduced by about 10K.

Refresher on Earlier Upgrades

- 1) SHIFT-DEL deletes from the current cursor position to end of line
SHIFT-ARROW moves the cursor a page in the direction chosen
Home key will take you to the beginning of the buffer window
Shift-Home key will take you to the end of the buffer window
A bell now chimes 5 characters from the end of the buffer window
- 2) You may now play a recording from the function keys or the Answer Strings. Put the name of the recording you want played on preceded by a ^. As the line is sent to the on-line screen, filenames preceded by the ^ will be executed. Note: You can not play a recording from within a recording. Note: The ~ and ' time delay characters are also supported.
- 3) Custom File Selector Box. The changes we have made allow the full file information to be displayed on the screen. At the bottom left of the file selector window there is a button with a right and left scroll arrow. You may change from drive A to drive C by clicking on the right and left arrows (the selected drive will show in the center button. When you have finished scrolling to the desired drive click on the center button. You will now see the directory of the selected drive. You may double click on the center button and Interlink will tell you the amount of free space remaining on that drive. As long as you do not single click on the center button, the drive path remains as you left it. To move out of a sub-directory, click on the Close Window button on the top bar of the file selector window. In all other respects it is the same as the GEM File Selector.
- 4) Alt-A now aborts the AUTOLOG.
- 5) Call Logging has been added. Interlink will generate a Log of all calls. Selectable through the Global Setup menu, Log records Connects and Disconnects cumulatively to the disk file you specify.
- 6) Settings in the Global Setup Dialogue are now saved with the phone file. Previously the user had to set up a startup.rec to reset these defaults at startup.
- 7) The settings of all four colors are now saved with the dial file (rather than only the changes to green and red).
- 8) Control-l (Form Feed when used with printers) now clears the screen. Alt-l in terminal mode resets and clears the screen.
- 9) We now have 4 modem failure strings in the Define Auto Modem window. These allow a quicker return from dialing if a failure string is sent from your modem.

INTERLINK -> PRODUCT SUPPORT

Registered users will be fully supported! If you have a question be sure you have the serial number on the original disk handy and call one of the following numbers:

Voice 813-923-8774
Data 813-924-4590

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